**PROJECT**

**Machine Learning for Gaming**

**Abstract**:

The main intent of this project is to define and train a game so it can play by itself and to understand all the configurations of MariFlow.

This project consists of 2 parts.

Part 1 concentrates on understanding different settings that Seth Bling used to train MariFlow. A report will be created that depicts different outcomes produced while experimenting with default configurations.

Part 2 involves implementing the recurrent neural network for playing another new game. It involves training the network, validating it and running it so the game can play by itself.

**Software Requirements:**  
- Python 3.5

- CUDA Development Tools

- CuNN 8

- TensorFlow 1.3

- Pygame

- BizHawk 1.12.2